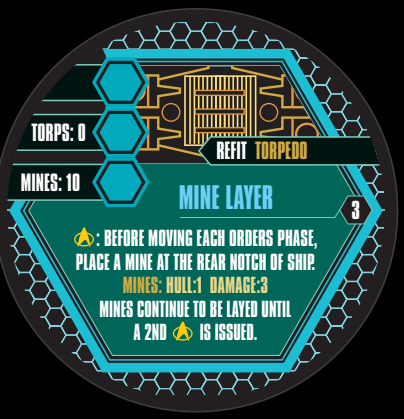
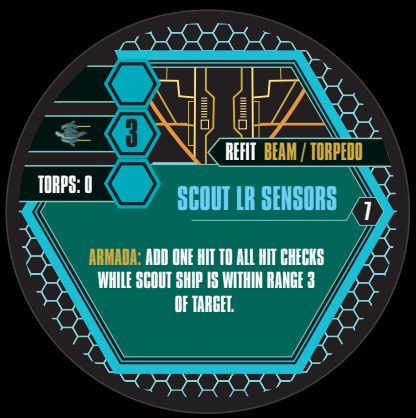
4
REFIT BEAM WEAPON
HELLBORE
12
FOR EACH HIT SCORED BY HELLBORE, CHECK FOR CRITS, FLIP.
RESTRICTION: LARGE VESSELS ONLY
A, EXTENDED

4
REFIT SHIELDS
REFRACTIVE SHIELDS
6
ALL DAMAGE DONE TO SHIELDS BY BEAM WEAPONS ARE REDUCED BY ONE.


TORPS: 0
REFIT TORPEDO
MINES: 10
MINE LAYER
3
: BEFORE MOVING EACH ORDERS PHASE, PLACE A MINE AT THE REAR NOTCH OF SHIP.
MINES: HULL:1 DAMAGE:3
MINES CONTINUE TO BE LAYED UNTIL A 2ND IS ISSUED.

2
REFIT BEAM WEAPON
BEAM: MINIMUM:1
MINE SWEEPER
6
DAMAGE IS APPLIED TO ALL TARGETS WITHIN FIRING ARC.
B, STANDARD


3
REFIT BEAM / TORPEDO
TORPS: 0
SCOUT LR SENSORS
7
ARMADA: ADD ONE HIT TO ALL HIT CHECKS WHILE SCOUT SHIP IS WITHIN RANGE 3 OF TARGET.

UNLIMITED
REFIT UPGRADE MINE LAYER
MINE RACK
3
+5 MINES

REFIT UPGRADE MINE LAYER
ENHANCED MINES
3
MINES DO 4 DAMAGE INSTEAD OF 3

REFIT UPGRADE MINE LAYER
HUNTER / KILLER MINES
4
IF ENEMY SHIP ENDS AN ORDER PHASE WITHIN TWO MINE MOVEMENT, MINE WILL ACTIVATE AND STRIKE SHIP.
MINE: HULL: 2

GREEG

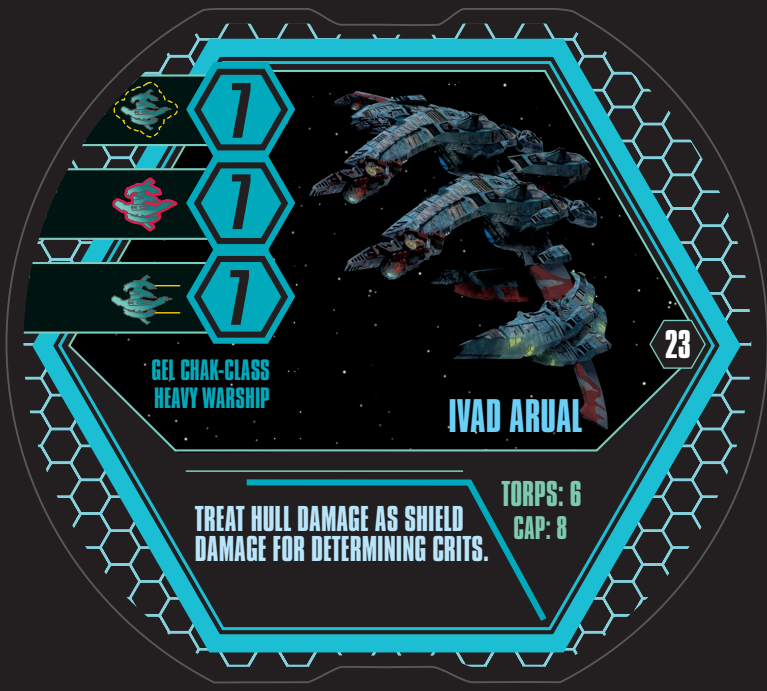
GREEG

IRAAD

IRAAD

JEXTIIN

JEXTIIN



DIVAAD

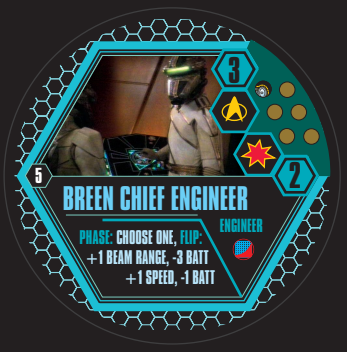
DIVAAD

IVAD ARUAL

IVAD ARUAL

ONUU

ONUU



EMERGENCY POWER BATTERIES				
1	2	3	4	5

EMERGENCY POWER BATTERIES				
1	2	3	4	5

EMERGENCY POWER BATTERIES				
1	2	3	4	5